```
ngl::Drawable
# m geometry
# m material
# m shader
+ ~Drawable()
+ Init()
+ Render()
+ SetGeometry()
+ GetGeometry()
+ SetMaterial()
+ GetMaterial()
+ SetShader()
+ GetShader()
# Drawable()
# Drawable()
# BeginRender()
# Render()
# EndRender()
# SetMaterialUniforms()
   ngl::Drawable2D
   + Drawable2D()
   + Drawable2D()
   + ~Drawable2D()
```